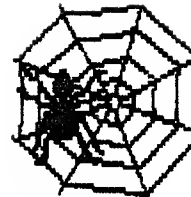


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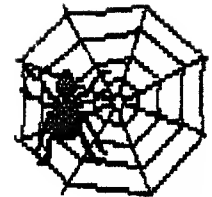
BORIS THE SPIDER
 c/o 203 Devon Ct
 F-WB, FL 32547-3110
<http://hometown.aol.com/prboulduc/boris/borishome.htm>



VOLUME VIII, #22

BORIS THE SPIDER

A Journal of Duplicitous Doings,
 Raw Power, and Naked Greed
 "Oh, what a tangled web we weave
 When first we practice to deceive"
 -- Sir Walter Scott



13 Oct 05

(#242) Scott Wins KREMLIN!

Congratulations go to Mike Scott for a six-turn win in KREMLIN.

Which leaves us several pages to fill and hardly a quorum about. We have enough for 1870 and 1830, but I'll reserve the latter start for after "Frueh is Missing" finishes in the next month or so. One idea is a SCRABBLE game (see p 15 for concept). Another is MERCHANT OF VENUS using the "Lost Planet" variant and maybe the "Ersatz Relic" variant (Reference 1). And of course, rematches for the recently completed KREMLIN, SETTLERS OF CATAN, MACHIAVELLI, and even DUNE.

GAME OPENINGS:

1870: Last call for players. Have Zieske, Hanna, Frueh, Martin, Bailey. Room for 1 more.

Colonial DIP: Standby orders for Turkey.

Scrabble: Want at least 6. See p 15.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "Unless both sides win, no agreement can be permanent." -- Jimmy Carter

The World Boardgaming Championships (WBC) will return to Lancaster, PA next year, 1-6 Aug 06. See Reference 2 for details.

NEW ON THE WEBSITE: We've added explanations to the *ishkibibble* KINGMAKER house rules for the otherwise inexplicable cards in the deck. The transcripts for "Ernst" and "MACH II" have been transferred to the Finished folder and their maps expunged.

Am considering a "Picture of the Month" feature for the website. Would publish a picture of a different subscriber, hopefully caught while gaming, every month. Right now I've got pix of me and the late Don Patrick discussing DIP, Ms Nar, Flip & Marcia Fryling and family, Wayne Morrison flicking elk, Dave Anderson being eaten by a bookcase, Tony (Green Titan) Rezzarday with a demon cow, and Ron Fisher killing orcs. Could get ex-Borisers Lord Devon and Kid K. Would need more pictures to make this work (or else it could degenerate to be the Ms Nar Picture of the Month). Let me know if you:

- like the idea
- would contribute a picture every couple of years
- who you'd really like a picture of (probably so you can avoid them at WBC)

PSYCHOCON 2005 is upon us! It's from 21-23rd October @ the Crown Hotel, Harrogate, UK. Full details can be found at Reference 3.

BOOS & KUDOS

The Madame Bolduc Press Excellence Award (and free issue) goes this month to Rick Copeland for his article in "Boris XVIII".

This month's Ms Nar Super-Sudsy Bomb is lobbed at Peter Boyum for delay of 'zine and NMR.

REFERENCE:

- [1. http://hometown.aol.com/prboulduc/boris/variants/vindex.html#MofU](http://hometown.aol.com/prboulduc/boris/variants/vindex.html#MofU)
- [2. http://www.boardgamers.org](http://www.boardgamers.org)
- [3. http://www.psychozine.co.uk/psychocon/](http://www.psychozine.co.uk/psychocon/)

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is 1800 CST 4 Nov 05



Russia Invaded! Fall 1901

XVIII
2005F

CLIFFHOME: Russia becomes the first -- but undoubtedly not the last -- of the major powers to suffer invasion. All the minors have been scarfed up, so henceforth we're looking at a zero-sum game. Germany, being the strongest and most central of the Powers, is likely to be the first target, although Russia's weakened southern flank will likely be too very enticing to the Austrians and the Turks.

TROOP MOVEMENT

AUSTRIA (Nichols): A Ser S F Alb-Gre, [A Gal-War], F Alb-Gre;
ENGLAND (Anderson): A Yor-Nwy, F Nwg S A Yor-Nwy, F Nth C A Yor-Nwy;
FRANCE (Boyum): A Spa H, [A Pic-Bel], F Mid-Por;
GERMANY (Haffey): A Kie-Den, A Ruh-Bel, F Hol S A Ruh-Bel
ITALY (Copeland): A Apu-Tun, A Ven H, F Ion C A Apu-Tun;
RUSSIA (R. Fisher): A StP-Fin, [A Ukr-War], F Rum H, F Fin-Swe;
TURKEY (Shacklett): [A Bul-Gre], A Arm-Sev, [F Con-Bul](amb).

Orders in brackets fail; amb = ambiguous.

SUPPLY CENTERS:

AUS: Bud Tri Vie +Gre +Ser	(5) Build 2
ENG: Edi Lon Lpl +Nwy	(4) Build 1
FRA: Bre Mar Par +Por +Spa	(5) Build 2
GER: Ber Kie Mun +Bel +Den +Hol	(6) Build 3
ITA: Nap Rom Ven +Tun	(4) Build 1
RUS: Mos -Sev StP War +Rum +Swe	(5) Build 1
TUR: Ank Con Smy +Bul +Sev	(5) Build 2

Due next are build orders for Winter 1901/02 and Press. Ms Nar loves Press.

EMBASSY BEAT

Germany-England: Your comment that you might support France into Belgium really bothered me. I am so sorry, but if any one is going to have six centers, I would rather it not be France. I would have preferred to support you into Belgium but you did not seem to be that interested, so I had to protect myself. But, please do not consider this a hostile move against England. Let's talk.

Germany-France: I have take note of your non-aggressive moves and I have left Bur open as you requested. So, I am not bent on a aggressive action against France either. Let's talk.

Germany to England/France: Maybe the three of us should talk.

Germany to the World: I am not an aggressive guy by nature. Does anyone have a plan that might include me as an ally. I like allies.

Germany to Russia: Please let England have Norway.

Germany to Turkey: Please let Russia have Rum and Let Austria have Greece.

Germany to Austria: Please let Russia have Rum and don't take Warsaw.

Germany to Italy: Oh, just take Tunis and behave yourself.

Italy to all - We had nothing to do with the fetid cheese riots in Bulgaria.



MACHIAVELLI Some Speak! Spring 1522

2003 D
pw10

Scott (France): A win, wow; been a while.

It was a strange game, various alliances, most good to me, THANK YOU Mr Wilson... even the slight stab or turn about at the end did not upset me. I would have thought that Mr Anderson would have been more aggressive, similar to our Friend McConnell who always does so much to stir up the pot. Our Venice opponent, Mr Nichols, had bad luck this time around, and did not last as long as we'd thought he would...

Thanks to all including Paul for the GMing.

K. Wilson (Austria): Congratulations to Mike on a well fought and deserved win. We worked well together but at the end I decided to see if I could hold you off and try for the win myself. I'm sure you understand. As to why I didn't take AVI from you and keep MAR too, I screwed up. I do my own maps in PowerPoint so I can easily move pieces around. On that map I failed to show AVI as a city/province. I had it as a province only so wasn't counting it toward your total nor did I consider it a worth while target. Had my map been correct, I'm fairly sure I would have moved in that way. Oh well, next time I guess I'll be more careful. It might not have made any difference as Mike had a good position but I think I had a shot too. We'll have to play again to find out.

SoC

Some Speak!

Ernst

The Cast: R Fisher (F) P Zieske (Z) K Wilson (W) R Copeland (C) M Scott (S)

Scott (S): A win already... goodness. I sure didn't get to far along, didn't seem to get the cards needed. I was hoping to take the longest road away from Mr Zieske to delay his win, but he won before I could. The winner did a Great Job, and thanks Paul for GMing... I look forward to another game soon.

Copeland (C): Good job, Paul. I learned a lot just by watching your play. Thanks. Rematch anyone? I'd really enjoy a game that doesn't begin with ten of the exact same die rolls.

Bolduc (GM): This game definitely took way longer than it should have (less than 13 turns in 19 months). The main reason was the special build phase (SBP) and the need to poll everyone with the materials to see if they wanted to build or not.

Suffolk, Sussex, Wessex.

Angles (D, 1): 3A @ York; 2A @ Dunedin, Lothian, Pennines; 1A @ Bernicia.

Bretwalda may be elected. C casts 2 votes for Brigantes, D has 8 votes, E casts 11 votes fo the Saxons. Saxons are Bretwalda (+2 EVP).

SCORE: C(52), D(47), A(45), E(43), B(34)

Welsh (1.5): Grow 3.5 pp. Add 1A @ Clywd. 2A Dyfed-Powys.

Brigantes (0.5): Grow 2.5 pp. Add 1A @ ...

Legend: A = infantry army, C = cavalry army, F = fort, L = legion or leader, pp = population point
 R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, (*) = in melece, _#_ = attack by/against cav/legion

Current map and transcript can be found on the website.



Gunboat / MACHIAVELLI Turks Thwarted! SUMMER 1457

2004A
pw1Q

ERRATA: Austrian A Carin-Mil succeeded and Venetian A MIL must retreat.

TROOP MOVEMENTS:

Neopolitan F LA retreats to BARI. Turk F CM retreats to TUN. Venetian A MIL retreats into garrison.

AUSTRIA (1d): [A Mil S A Tyr], A Sla-Aus, A Tyr S A Mil;

FRANCE (2d): F Cor-Sar, A Sav B1, A Swi H, A Pav-Par;

NAPLES (1d): F Aqu-LA, [F IS-Dur], F Bari S F Aqu-LA, F TS S F Mes-Pal, F Mes-Pal, [F CMS F TS];

PAPACY (3d): A Bol S A Flo-Urb, A Flo-Urb, A Sie-Per, [F Anc S NAP F Aqu-LA], A Luc S A Bol;

TURKS (2d): [F Alb-Dur], [F Pal-TS](r-???), [F Tun-CM], [F Rag-LA], [F LA-Aqu](r-???);

VENICE (12d): A Carin-Sla, [A Urb S F UA-Anc](r-???), [G Mil = A], [F UA-Anc], A Man B1, [F Ven-UA];

AUTONOMOUS: Fer Luc Man(b) Mod Mon Pio Salz Sav(b) Sie Tur

Orders in brackets fail. b = besieged, C = convoy, d = destroyed, imp = impossible, nlo = no longer owned, no = not owned, nso = not so ordered, nsu = no such unit, otb = off the board, otm = on the move, r-??? = must retreat otb or elsewhere, u = unordered.

Turkish F LA must retreat otb or to DAL, HER, or OTR. Turkish F PAL must retreat otb or to g or GoN. Venetian A URB must retreat otb or to ARE or SPO.

Orders for Fall 1457 are due next time. And Press. Ms Nar craves Press. Game transcript and map are on the website.

EMBASSY BEAT

Naples to the Infidel Turk: Now that wasn't very nice. First you kick me out of the Adriatic and then you vacation in Palermo. Go home. Constantinople is supposed to be wonderful this time of year.

GAME OPENINGS ELSEWHERE

BLUT UND EISEN (Tom Butcher): Openings in 1870, 1826, New World and whatever you may want to GM. Sub fee: 90¢ to \$1.20 an issue depending on size. Last issue received: #107, deadline 10 Oct 2005.

CHEESECAKE (Andy Lischett): DIPLOMACY. No game or sub fee. Last issue received: #259, 2 Oct 05, deadline 9 Nov 05.

GRAUSTARK (John Boardman): Standby players for DIPLOMACY wanted. Game fee/sub \$35 for duration of the game or \$15 for 10 issues. Last issue received: #768, deadline 28 Aug 05.

S.O.B. (Chris Hassler): Openings in GUNSLINGER and NEW WORLD, MERCHANT OF VENUS. Sub fee: \$2/issue. Last issue received: #121, Sep/Oct 2005, deadline 11 Oct 05. See <http://home.adelphia.net/~chassler>

WHO DO YOU TRUST? (Tim Haffey, Sr): Openings in DIPLOMACY and these variants: Creation, Dollar Dot, Colonial, Youngstown and Nuclear Holocaust WWII. Sub fee is \$3/issue. Last issue received: #11, 1 Sep 05.

See page 18 for contact information



COLONIAL DIPLOMACY "Wide Open Spaces" Riots in Turkey! 1882

2003I
ea07

MIRKWOOD: Britain seems to be the target of the moment with both Chinese, Russian, and Dutch incursions on her "space". The French have joined the Dutch in harassing the Japanese periphery and it seems the Japanese raider fleet in LP is cut off and doomed. The Japanese invasion of China may provide some counterplay for Whitehall.

TROOP MOVEMENT:

Chinese A KAG retreats to URU. Britain disbands F CAM & F JS. China builds A CAN & A SHA. France builds F ANN. Holland builds F BOR & F JAVA (will play 1 short). Japan builds F KYO. Turkey builds

BRITAIN (Nichols): A Nep-Luc, A Tas-Ore, [A Kag-Kam](r-???), F Kar H, F EIO-Cey, F Egy H, A Raj S F Kar, [A Pun S A Kag-Kam], F RS S F Egy, F Mad H(u), [F Mal-Mys](nsu);

CHINA (Paulson): A Irk-Mon, A P.Art-Mac, A Mon-Sic, A Ben-Nep, [A Afg-Pun], [A Kam S A Afg-Pun], A Sik-Kag, A Uru S A Sik-Kag, A Can-Yun, A Sha H;

FRANCE (G. Wilson): A U.Bur H(u), A N.Sam S F Coc-Cam, [F LS-For], F Ban(ec) S F Ann-GoS, F Coc-Cam, F SCS S F LS-For, F Ann-GoS.

HOLLAND (Anderson): A Ceb S F Dav, F Dav S F Mna-MP, F Sin S F Jav-JS, F GoM-WIO, F Mna-MP, F Mal-AS, [F TS-New], F Sum-EIO, F Bor-CS, F Jav-JS;

JAPAN (Quigley): F Via H, A Seo H, [F LP-New], F For H, F UP S F For, F Yel-ECS, A Kyu H, F ECS-Nan, F Kyo-YS;

RUSSIA (Copeland): A Ara-Aden, A Akm-Oms, A Bok-Tas;

TURKEY (Boyum): **NMR!** A Per, A Shi, F Med, F Syr, F Ang, F PG.

Orders in brackets fail; d = destroyed, imp = impossible, otb = off the board, nso = not so ordered, r-??? = must retreat somewhere, u = unordered.

British A KAG must retreat otb or to KIR or TIB.

Due next time are retreats and orders for 1884. And press; Ms Nar craves press.

EMBASSY BEAT

Britain-Holland & France: We have been shown the error of our ways and have vacated your territory. How can we further mend ties?

Britain-Russia: I believe that "enemies" in one war can become strong allies in other wars. Hope you agree.

Russia to Britain - Don't believe a word the Turk has to say. As you know, there is no penalty for a Mohammedan who lies to an infidel. For that matter, don't believe a word you hear from China, Japan, or Holland.

CLASSIFIEDS

Anon -> World: Now that the British demon has been pushed back, will the Dutch devil take his place. Is the world to unite again, but this time against Holland?

Japan begins work on destruction of Holland Tunnel. Dutch workers are surprised at roadblocks, delays, and shabby workmanship. That's what they get for hiring French sub-contractors.

French are surprised at realization that little Dutch boy has put his finger in THEIR dike.



PUERCO RICO

Turns 8-9



Turn 8 (continued)

Martin chooses *Captain* (+1d), loading 1 corn into 6-ship for +3 VPs. Barrett & Butcher can't ship. Butitta ships 1 tobacco (1 VP). Fisher ships 5 indigo and 1 corn (6 VP).

Barrett chooses *Mayor* (+1d) and mans one space of L Indigo, Factory and Indigo plantation. Butitta mans Tobacco & Construction Hut. Fisher mans Office and Corn. Butcher mans Sugar and banks a colonist in San Juan. Martin mans Tobacco Plantation & Tobacco storage. Colony ship gets 11 colonists.

Butitta chooses *Prospector* (+1d). Craftsman, Prospector, and Settler receive 1d

Turn 9

STATUS:

Tom Butcher: Gov. Sm Sugar(x), Construction Hut(x), Sm Warehouse(x), Corn(x), 2xSugar(x), 3xQuarry(x), Sugar(x), SJ(2), 3d, 2 VP.

Brad Martin: Sm Warehouse(x), Tobacco St(xxx), Harbor(x), Corn(x), 3xTobacco(x), Coffee(x), 2xCoffee(_), 9d, 5 VP.

Paul Barrett: Sm Market(x), L Indigo(_x_), Sm Indigo(x), C Roaster(x_), Sm Sugar(_), Factory(x), Tobacco St(_x_), Quarry(x), Coffee(x), 2xIndigo(x), Indigo(_), Corn(x), Coffee(_), 3d, 0 VP.

John Butitta: Sm Market(x), Sm Indigo(x), Construction Hut(x), Hospice(x), Tobacco St(_x_), Office(_), Indigo(x), 2xCorn(_), Quarry(x), 2xTobacco(x), Tobacco(_), 2d, 5 VP.

Ron Fisher: Hacienda(_), Hospice(x), Sm Indigo(x), L Indigo(xxx), Office(x), 4xIndigo(x), Sugar(_), 2xQuarry(x), 2xCorn(x), Quarry(_), Tobacco(_), 0d, 9 VP.

Governor Butcher chooses *Prospector* (+2d).

Martin chooses *Builder* and builds Guild Hall (-9d). Barrett builds not. Butitta builds not. Fisher builds not. Butcher builds Factory (-4d).

Barrett chooses *Settler* (+2d) and selects Sugar plantation. Butitta takes Corn. Fisher takes Sugar. Butcher takes Martin takes

AVAILABLE PLANTATIONS: Coffee, 2xIndigo

AVAILABLE ROLES: Captain, Craftsman (1d), Mayor, Prospector, Trader.

COLONY SHIP: 11 colonists.

SHIPS: 6-ship (2 corn), 7-ship (2 tobacco), 8-ship (7 indigo)

STOCK: 36 colonists, 103 VP, 9 coffee, 4 tobacco, 7 corn, 11 sugar, 3 indigo

TRADING HOUSE: Corn, tobacco, indigo.

STATUS:

Tom Butcher: Gov, *Prospector*. Sm Sugar(x), Construction Hut(x), Sm Warehouse(x), Factory(_), Corn(x), 2xSugar(x), 3xQuarry(x), Sugar(x), SJ(2), 1d, 2 VP.

Brad Martin: *Builder*. Sm Warehouse(x), Tobacco St(xxx), Harbor(x), Guild Hall(_), Corn(x), 3xTobacco(x), Coffee(x), 2xCoffee(_), 0d, 5 VP.

Paul Barrett: *Settler*. Sm Market(x), L Indigo(_x_), Sm Indigo(x), C Roaster(x_), Sm Sugar(_), Factory(x), Tobacco St(_x_), Quarry(x), Coffee(x), 2xIndigo(x), Indigo(_), Corn(x), Coffee(_), Sugar(_), 5d, 0 VP.

John Butitta: Sm Market(x), Sm Indigo(x), Construction Hut(x), Hospice(x), Tobacco St(_x_), Office(_), Indigo(x), 3xCorn(_), Quarry(x), 2xTobacco(x), Tobacco(_), 2d, 5 VP.

Ron Fisher: Hacienda(_), Hospice(x), Sm Indigo(x), L Indigo(xxx), Office(x), 4xIndigo(x), 2xSugar(_), 2xQuarry(x), 2xCorn(x), Quarry(_), Tobacco(_), 0d, 9 VP.

AVAILABLE BUILDINGS: All but Sm Market, Construction Hut, Sm Warehouse, Hospice, Office, Tobacco St, Guild Hall, Factory.

Transcript and map are on the website.



BRITANNIA

"Frisian"

Turns X-XI



The Cast: Nations in Italics are extinct, in parentheses are not yet in play.

A (Hanna): *Romans, R-Bs*, (Norsemen, Norwegians)

B (Anderson): Welsh, *Jutes*, (Normans)

C (Butitta): Brigantes, Caledonians, (Danes)

D (Boyum): Picts, Irish, Angles

E (Frueh): *Belgae*, Scots, Saxons, (Dubliners)

SCORE: A(45), B(39), C(37.5), D(31), E(27)

TURN X

Board:

Welsh (B, 1.5): 3A @ Dyfed; 1A @ Clwyd, Cornwall, Devon, Gwent, Powys.

Brigantes (C, 0.5): 3A @ Strathclyde; 2A @ Galloway; 1A @ Cumbria.

Picts (D, 1): 3A @ Hebrides; 1A @ Alban, Dalriada, Mar, Moray, Skye.

Caledonians (C, 0): 2A @ Caithness.

Irish (D, 2): 2A @ Cheshire, Downlands, Gwynedd.

Scots (E, 1.5): 1A @ Orkneys.

Saxons (E, 0.5): 2A @ Norfolk, Suffolk; 1A @ Avalon, Essex, Hwicce, Kent, Lindsey, March, S Mercia, Sussex, Wessex.

Angles (D, 2.5): 3A.L @ N Mercia; 2A @ Bernicia, Dunedin, Pennines, York; Offa?

Caledonians (0): Grow 0.5. Meditate and do nothing

Irish (2): Grow 2.5 pp. Add 1A @ Cheshire. 1A Cheshire-March (4:3; 6:1 -Saxon).

Scots (1.5): Grow 0.5 pp. Hold.

Saxons (0.5): Grow 9.5. Add 1A @ Hwicce, S Mercia & Suffolk. 3A Suffolk-N Mercia, 2A Hwicce-N Mercia (5,4,3,3,1:5+1,4+1,3; 4,4,1:3+1,3+1; 6,5,3:5+1,2+1 -3 Saxons, 3 Angles,L) A S Mercia-Hwicce, A Norfolk-Suffolk.

Angles (2.5): Grow 3.5 pp. Add 1A @ York & Dunedin. 1A Dunedin-Lothian. 1A Bernicia-Lothian.

Turn X VPs:

A: Nothing.

B: Welsh (7)

C: Brigantes (9), Caledonians (1)

D: Picts (6), Irish (2), Angles (8)

E: Scots (1), Saxons (14.5)

SCORE: C(52), B(47), A(45), D(43), E(34)

Turn XI

Board:

Welsh (B, 1.5): 3A @ Dyfed; 1A @ Clwyd, Cornwall, Devon, Gwent, Powys.

Brigantes (C, 0.5): 3A @ Strathclyde; 2A @ Galloway; 1A @ Cumbria.

Picts (D, 1): 3A @ Hebrides; 1A @ Alban, Dalriada, Mar, Moray, Skye.

Caledonians (C, 0.5): 2A @ Caithness.

Irish (D, 1.5): 2A @ Cheshire, Downlands, Gwynedd; 1A @ March.

Scots (E, 2): 1A @ Orkneys.

Norsemen: 6A @ Icelandic.

Danes: 4R @ Frisian, North.

--Continued on p 3

--"Frisian" continued from p 7

Saxons (E, 1): 2A @ N Mercia; 1A @ Avalon, Essex, Hwicce, Kent, Lindsey, Norfolk, S Mercia,



BLACKBEARD

Turns 49-56



THE CAST:

1. (Barrett) Portugues, Sloop
2. (Zodda) Davis, Sloop
3. (Bargender) Taylor, Sloop
4. (Martin) Rackham, Schooner.

ERRATA: Teach contracted Scurvy on Turn 25, lowering his combat from 6 to 5 and crew unrest from 7 to 5. Subsequent random events on Turns 31, 34 (twice) lowered them to 2 and 0 respectively. As the unrest was at 0, Teach needed to make a Mutiny check (5), which he failed. After invoking cunning, he failed again and was marooned. John Taylor replaced him as skipper.

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cum	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	Q22	+3	4	28	(2/3)	5	212	30	5	--	FSN
2	Davis	Sloop	S19A	+3	6	11	5	5	649	--	--	--	NP
1	Herdman	KC	DD20	3	9sc								
4	Rackham	Scnr	Box5	-2	5	0	2	7	0	--	--	--	--
3	Hornigold	KC	V20	4	9sc								
4	Rhett	KC	Box1	5	13								
3	Taylor (sc)	Sloop	S19	+3	1sc	0	3	6	0	45	--	--	

The Board:

Guvs: Pro: 35, 46, 53, 31
 Merchants: Q22 (S7), 66, 54, 16, 26, 54, 52, 33, 33
 Warships: S19 (F7-5)
 Anti: 24, 54, 64
 Destroyed Port: 14, 32

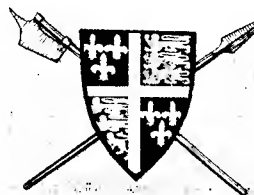
Turn	Player	Action	Draw
49	1	BP attacks S7 3+4+4-7 < 5 fails, BP takes 1 damage -1 Unr	46
50	4	JR moves to Box 6, searches = no sighting Random Event (reshuffle) scurvy -1 cmbt, -2 unr, Capts OK KC activated: Starts Ogle.	16, 13 55 51
51	4	JR moves to C241, search = no sighting	14, 43
52	3	JT moves 5+3 to San Juan, anchors	44
53	3	JT recovers (lose Scurvy marker); draw a merchant Merchant appears at #13.	64, 13 16
54	1	BP moves 6+3 to P18, anchors. Draw 2 merchants at 26. Draw New Merchant at 35	*C *A 35, 25
55	2	HD weighs anchor, avoids intercept 3+3 vs 2, moves 5+3 to S21	56
56	4	JR moves 4-2 to C221, search = no sighting Random Event (reshuffle) scurvy -1 cmbt, -2 unr, Capts OK KC activated, Rhett moves to DD20	45, 12 62 46
57	4		

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cum	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	P18A	+3	3	28	(2/3)	4	212	30	5	--	FSN
2	Davis	Sloop	S21	+3	6	11	5	5	649	--	--	--	NP
1	Herdman	KC	DD20	3	5sc								
4	Rackham	Scnr	C241	-2	5	0	2	7	0	--	--	--	--
3	Hornigold	KC	V20	4	5sc								
4	Rhett	KC	Box1	5	13								
3	Taylor	Sloop	V17A	+3	-1	0	3	4	0	45	--	--	
4	Ogle	KC	Box1	3	15								

The Board:

Guvs: Pro: 35, 46, 53, 31
 Merchants: Q22 (S7), 66, 54, 16, 26, 54, 52, 33, 33, 13, 26, 26, 35
 Warships: S19 (F7-5)
 Out-of-Play Pirates: Teach (#3)
 Anti: 24, 54, 64
 Destroyed Port: 14, 32



KINGMAKER

"King of Pain"

Turns 7 & 8

KoP

The Cast:

THE MAD HUNGARIANS (Dowrey): Percy (100), Lieutenant of Ireland (2150), Archbishop of York (30), Bishop of Durham (30), Burgundian Crossbowmen (30), Carlsbrooke, Northampton (20), Fitzalan (30), Warden of the Northern Marches (1150). Event cards (2), Crown Cards (4).

THE CALIFORNIA CONNECTION (Scott): Pole (30), Chancellor of England (50); Scrope (10), Earl of Wiltshire (30), Chancellor of Cornwall (1150), Swansea (20), Leicester (20); Holland (20), Duke of Lancaster (30), Scots Archers (20). Event cards (4), Crown Cards (3).

KNIGHTS OF THE PRIVY POT (Deb Anderson): Mowbray (50), Treasurer of England (50), Bishop of Carlisle (30), Burgundian Crossbowmen (30), Le Swan, Lancaster (20); Hastings (10), 2 Flemish Crossbowmen (20). Event cards (2), Crown Cards (4).

THE STAFFORDSHIRE QUARTERSTAFFS (Shacklett): Stafford (30), Chamberlain of Chester (2150), Scots Archers (20), Le Lucas, Nottingham (20); Neville (50); Audley (10). Event cards (2), Crown Cards (2).

WESTERN FRONT (Martin): Howard (10), Duke of Exeter (20), Archbishop of Canterbury, Le Rose, Bristol (30), Coventry (20); Clifford (10), Earl of Worcester (30), Gray (20); Berkeley (10). Event cards (3), Crown Cards (2).

ERRATUM: After reviewing the deck, I found I had a few cards extra. Some were already in play, so the excess will stay until used. So there are two of each REFUGE card for the nonc=80e.

Turn 7 Movement: Berkeley, Clifford, Grey & Howard @ Le Rose hold in Weymouth. Mowbray and Hastings to Preston. Mowbray gives the Bishop of Carlisle and Burgundian Crossbowmen to Hastings. Bouchier joins SQ at Llanstephan, as does Roos at Helmsley. Bouchier Llanstephan-Gc, Ga-Milford Haven. Roos Om-Nr-Np-Nq. Stafford w/George Cq-cp. Neville on Le Lucas at Milford Haven. Audley holds. Fitzalan, Holland, Scrope, Percy, Pole & Duke of Lancaster hold at Fothering Hay.

Turn 7 Combat:

Fitzalan, Holland, Scrope & Duke of Lancaster (220) vs Fothering Hay (200). All but Pole and Percy participate. Draw #33, Storms at Sea, 2-1. Seige successful. MH gets castle. TCC gets Dickie of York. TCC must either trade away or execute King Henry or Dickie within the next two turns.

Turn 7 Card Draw: All receive a crown card. Yours is _____.

Turn 8 Events:

MH: #53, Peasant Revolt: Stafford to Leeds, Earl of Kent to Rochester, Marshal to Black Heath.

TCC: #__, keeps card.

KPP: #__, keeps card.

SQ: #75, Plague at Carlisle, n/e.

WF: #25, Parliament must be summoned if there is no sole king. n/e

NOBLES: Audley @ Pk; Berkeley, Clifford, Grey & Howard @ Le Rose; Hastings & Mowbray @ Preston; Neville @ Le Lucas; Percy, Fitzalan, DoL, Holland, Pole, & Scrope @ Fothering Hay, Stafford @ Leeds.

SHIPS: Le Lucas @ Milford Haven, Le Rose @ Weymouth, Le Swan @ Preston.

HEIRS: King Henry @ Fothering Hay w/ Pole, Margaret @ Fothering Hay w/ Percy, Edward of Wales @ Kenilworth, Richard of York @ Fothering Hay w/Holland, Edward of March @ Carlsbrooke, Edmund of Rutland @ Beaumaris, George @ Leeds w/ Stafford, Richard of Gloucester (RUP).

PRESS:



FRUEH IS MISSING

OR 7.1-7.3

FIM

PLAYER STATUS: Cert limit is 13

Bailey \$452 5B&O* 3C&O 2NYC 1PA 1B&M [4]
Hanna \$2490 6NYNH&H* 6NYC* 2B&M 1PA 1B&O [13]
Bolduc \$1523 6CP* 3NYNH&H 2PA 1B&O 1B&M 1NYC 1Erie [13]
Copeland \$423 6C&O* 5PA* 2CP 1NYC [7]
Zieske \$1208 6B&M* 5Erie* 2CP 1B&O 1C&O 1NYNH&H 1PA [13]

CORPORATE STATUS

Corp	Prez	Price	Par	IO	Pool	Cash	Trains	Tokens
NYNH&H CH		C155a	--	0	0	32	5	G19N, F22
B&M	PZ	C155b	--	0	0	60	5	E23, F22
PA	RC	C140a	--	0	0	0	D	H12, H10, G19S, 1
CP	PB	C140b	--	0	0	68	6	A19, B16, 2
NYC	CH	E100	--	0	0	110 6		E19, H16, G19S
Erie	PZ	A90	100	4	0	1000	--	E11E, 2
B&O	CB	I50y	100	2	0	779	--	115, G19N, 1
C&O	RC	H40o	--	0	0	3	5	F6, H10, 1

OR 7.1 Concluded

B&O: Play tile 8 in D20(sw). No train, no runs, no dividends. Stock drops to I40o. Bailey surrenders \$321 in personal cash (now \$131). Purchase Diesel train for \$1100

C&O: Lay no tile. Run 5 train G19s-H18-H16-H10-H4 (\$250). Pay dividends. PZ +\$25, CB +\$75, RC +\$150. Stock to H50.

OR 7.2

NYNH&H: Play no tile. Run G19-E19-B16-B10-A9 (\$220). Pay dividends (CH+\$132, PB+\$66, PZ+\$22). Price to C170a.

B&M: Play #29(sw) in D20. Run G19-F20-F22-E23-E19 (\$210). Pay dividends (CB+\$21, CH+\$42, PB+\$21, PZ+\$126). Price to C170b.

PA: Play no tile. Run F2-H4-G7-H10-H12-H16-H18-G19-G17-E19-B16-B10-A9. (\$490). Pay dividends (CB \$49, CH \$49, PB \$98, RC \$245, PZ \$49). Price to C155.

CP: Play #39(sw) in D20. Run A9-B1-B16-E19-G17-G19S (\$230). Pay dividends (RC & PZ +\$46, PB +\$138).

NYC: Play no tile. Run G19-G17-G19-H18-H16-115 (\$320). Pay dividends (CB+\$64, CH+\$192, PB+\$32, RC+\$32). Price to D110.

Erie: Play #8(i) in E13 with track connecting to D14. Place token in D14 (-\$40). No train, no run, no dividends. Price to A82. Buy Diesel from bank (-\$960 from treasury, -\$140 from PZ).

C&O: Lay no tile. Run G19s-H18-H16-H10-H4 (\$250). Pay dividends. PZ +\$25, CB +\$75, RC +\$150. Stock to H60y.

B&O: Play tile 41 in B18(se). Run K13-J14-115-H16-H18-G19 (\$300). Pay dividends (CB+\$150, CH+\$30, PB+\$30, PZ+\$30). Stock to H50y.

OR 7.3

NYNH&H: Play no tile. Run G19-E19-B16-B10-A9 (\$220). Pay dividends (CH +\$132, PB +\$66, PZ +\$22). Price to C185a.

B&M: Play #9(e) in D18. Run G19-F20-F22-E23-E19 (\$210). Pay dividends (PZ+\$126, CB+\$21, CH+\$42, PB+\$21). Price to C185b.

PA: Play no tile. Run F2-H4-G7-H10-H12-H16-H18-G19-G17-E19-B16-B10-A9 (\$490). Pay dividends (CB +\$49, CH +\$49, PB +\$98, RC +\$245, PZ +\$49). Price to C170.

CP: Play #9(ne) in C9. Run A9-B10-B16-E19-G17-G19S (\$230). Pay dividends (PRB +\$138, RC &

PZ +\$46). Price to C170b.

NYC: Play no tile. Run G19-G17-G19-H18-H16-115 (\$320). Pay dividends (CB+\$64, CH+\$192, PB+\$32, RC+\$32). Price to D120.

Erie: Play #9 (last one) in D16(e). Run E11-D14-E19-G17-G19S (\$180). Pay dividends (PZ+\$90, PB+\$18). Price to A90.

C&O: Lay no tile. Run 5 train G19s-H18-H16-H10-H4. Payoff \$250. Pay dividends. PZ +\$25, CB +\$75, RC +\$150. Stock to H67.

B&O: Play tile #27 in I17(w). Run K13-J14-115-H16-H18-G19 (\$300). Pay dividends (CB +\$150, CH +\$30, PB +\$30, PZ +\$30). Stock to 54Gy.

PLAYER STATUS: Cert limit is 13

Bailey \$924, 5 B&O* 3 C&O 2 NYC 1 PA 1 B&M [7+4]
Hanna \$3380, 6 NYNH&H* 6 NYC* 2 B&M 1 PA 1 B&O [13+1]
Bolduc \$2311, 6 CP* 3 NYNH&H 2 PA 1 B&O 1 B&M 1 NYC 1 Erie [13+1]
Copeland \$1669, 6 C&O* 5 PA* 2 CP 1 NYC [12]
Zieske \$1779, 6 B&M* 5 Erie* 2 CP 1 B&O 1 C&O 1 NYNH&H 1 PA [14+1]

CORPORATE STATUS

Corp	Pres	Price	Par	IO	Pool	Cash	Trains	Tokens
NYNH&H	CH	C185a	--	0	0	32	5	G19N, F22
B&M	PZ	C185b	--	0	0	60	5	E23, F22
PA	RC	C170a	--	0	0	0	D	H12, H10, G19S, 1
CP	PB	C170b	--	0	0	68	6	A19, B16, 2
NYC	CH	D120	--	0	0	110	6	E19, H16, G19S
Erie	PZ	A90	100	4	0	0	D	E11E, D14, 2
C&O	RC	H67	--	0	0	3	5	F6, H10, 1
B&O	CB	H60y	100	2	0	0	D	115, G19N, 1

The Bank has \$1,754.

AVAILABLE TRAINS: DDD...

AVAILABLE TILES:

Yellow: 3(2), 4(2), 7(1), 8(4), 9(0), 55(1), 56(1), 57(3), 58(1)

Green: 16(1), 18(1), 19(1), 20(1), 23(0), 24(1), 25(0), 26(1), 27(1), 28(1), 29(1), 59(1)

Brown: 40(1), 41(1), 42(1), 43(2), 44(1), 45(2), 46(1), 47(1), 64(1), 65(1), 66(1), 68(1), 70(1)

DUE NEXT TIME: SR 8, which will be the last barring an insane frenzy of diesel buying, and ORs 8 to finish up. Note that Zieske must sell a share since C&O came out of the Yellow.

MAP is on p 17 and the website.

D

(\$800)
\$1100



General Motors F Series



JUNTA COUP ATTEMPT!! Year 4



THE CAST: (and Table order)

Rick Copeland (Martini)

Chuck Hanna (Shades)

Wayne Morrison (Mustache)

Dave Anderson (Hat)

John Butitta (Stickpin)

TURN 4 Coup (continued)

Movement 4: Hat stays put. Shades moves 3 units of 2 Brgd to Chamber of Deputies. Stickpin holds. Mustache moves cop and troops to Railway Station. Martini has nothing to move.

Combat 4: Gunboat shells 1st Brigade at Railroad Station (6,4,2 = 1 hit) then Strikers fires at 1st Brigade at Railroad Station (3,1 = 0 hits). 1st Brigade and cop return fire on Strikers (6,6,6,6,3,1 = 4 hits, -4 Strikers). Round 2 Striker can't fire, 1st Brgd & cop fires (6,6,5,5,1,1 = 2 hits). Remaining Striker killed.

Free Radio WBAN: The freedom fighters at the railroad station remembering the horrible slaughter of the patriotic marines are making their stand.

The Gunboat rings the bell of freedom and fires down on the the oppressive 1st brigade.

The 1st Bg. has made job opportunities for the unemployed on the Docks. Sign up now.

Movement 5: Shades moves 3 troops from University City to Central Bank. Stickpin holds. Mustache moves 1st Brgd to Wealthy Neighborhood. Martini has nothing to move. Hat moves paratroop to E Middle Class Area.

WBAN: The strikers have been violently suppressed by the 1st brigade and the once honest police force. They have all been corrupted by the blood money of *el Presidente* and the Minister.

Combat 5: Gunboat shells Cop at Railroad Station (6,5,2 = 1 hit -1 Cop)

Movement 6: Stickpin moves ...

PRESS:

BOARD: * Indicates first fire opportunity, locations in italics are objective areas

Stickpin: REBEL: 3rd Brgd CO: 6xTroops (*Presidential Palace*)

Mustache: Minister, 1st Brgd CO: 5xTroops (*Wealthy Neighborhood*)

Martini: *El Presidente*: nada

Hat: REBEL: Air Force CO, Admiral: Gunboat (River), Paratroops (E MC Area).

Shades: 1st REBEL: 2nd Brgd CO: 3xTroops (*Central Bank*), 3xTroops (*Chamber of Deputies*)

STATUS: The Bank is not safe. There is a Coup.

Martini: *El Presidente* (1v), Bankers (7v), Peasants (3v), Socialists (5v), 3C, 0S

Hat: Air Force CO, Admiral (2v), Conservatives (8v), Radicals (3v), Christian Democrats (5v), 2C, 0S

Shades: 2nd Brgd CO (1v), Labor Union (5v), 2C, 0S

Stickpin: 3rd Brgd CO (1v), 4C, 0S

Mustache: Minister, 1st Brgd CO (2v), The Church (10v), 3C, 0S

Due next: Coup Phase 6 movement, starting with Stickpin, Combat, and Coup Aftermath.

You have _ MP in hand and _ MP in the Bank.



HISTORY OF THE WORLD CHRYSES EPOCH IV



THE CAST:

Azure: Martin

Orange: Anderson

Ebony: Nichols

Purple: Zieske

Green: Wilson

Red: Morrison

SCORE (VP/SP): G(65/26), P(65/35), O(44/20), R(43/20), A(42/25), E(20/21)

EPOCH IV

BOARD:

AIII: SiK, Yel(c).

EI: Con, Est, Hin, SAF, Tur, WSt; **EII:** BSb, Dnl, LRh(2), NEP; **EIII:** Alb(EM), CMa, Hig, Ire, NGa, WGa.

GI: Lin(GM), PPI, PSD, WDe; **GII:** Cau, EAn; **GIII:** CEu, Dal.

OI: CAm(C,f); **OII:** Bal; **OIII:** Che, GPC(c,AM), Mon, Tar(OM), Wei(RM).

PI: UN(c,f); **PII:** Mal(2); **PIII:** Cre, Lev, Lib, LT(c,PM), MT(c), Nil(AM), Nub, Pal, Pin(c,GM), Pyr, SAp(C,PM, Law, Commerce), Sha, Sib, UT, Zag.

RI: App, Dee; **RII:** Mek; **RIII:** EGh, GaD(C,RM), GaV, Uln(PM).

Fleets: EMS(P), SCS(A), WMS(P).

Orange holds. Red holds. Ebony holds. Azure passed to Purple. Green holds. Purple must pass to Azure.

WAPTAS: No show

ANGLO-SAXONS (AN): play 1A @ BSb (GM retreats 1EII to NEP). 1F @ Nth, 1A @ Alb (3,1:6,3 -1AII).

GOths (A): Play "Weaponry", 1A @ Dan, Dal (4+1,2:4,1 -1GIII), Pin(4+1,4:5,3; 6+1,3:6,5 -1PIII,c), NAp, SAp (4+1,3:3 -1PIII,C, Law, Commerce +c), Mor (6+1,1:6 -1PIII), 4A @ Bal (1+1,1:5,1; 4+1,4:6,4; 3+1,2:6,3; 3+1,2:2,1 -3AIV,IOII). **SCORE:** 42 + c(2) + M(2) + S(2) + China (P=3) + S Eur (D=6) + N Eur (P=2) + SE Asia (P=2) = 61.

HUNS (R): Play "Leader", 1A @ WSt (1E1 r-EST), 2A @ Tur (5,3,2:5; 4,4,2:6; 5,4,4:1 -1RIV,1EII), Hin (5,2,1:6,4; 6,3,1:6,6; 6,5,1:3,1 -1RIV,1E1), 1A @ Lin (5,3,3:3 -1GI), WDe (6,5,4:4,4 -1GI), WGh, EGh (6,4,3:6,5 -1RIII), Cey, Tar (4,3,1:1,1 -1OIII), 3A @ Wei (3,3,1:6,1; 5,5,1:6,6; 4,3,3:6,2). **SCORE:** 43 + C(2) + M(1x2 +3) + China (P=3) + India(C=9) + SE Asia(P=2) = 64.

BYZANTINE EMPIRE (O): Play "Gold Coast" (1OI,C,f @ Gol), "Pestilence" @ Dal (Dal 6,4,2 = n/e; Bal 6,3 = n/e; CEu 2,4 = n/e; Dan 3,3 = n/e; NAp 4,5 = n/e; Pin 5,5 = n/e), 1A,C @ Bal (1AIV r-Pin), F @ Bla. 1A @ WAn, 5A @ EAn (5,4:6,2; 2,1:6,2; 2,2:6,2; 5,1:5,1; 3,2:6,5; 6,2:5,2 -4OIV,IGII), 1A @ Zag (6,3:4 -1PIII), Pin (5,5:4,1; 3,1:2,2 -2AIV), 2A @ Dal (1,1:4; 6,3:5 -1OIV,1AIV). **SCORE:** 44 + C(2x2) + c(1) + M(3) + S(1) + Mid E(P=3) + China (P=3) + S Eur(P=3) = 63.

TANG DYNASTY (G): Play 1A,C @ Yan, ...

SCORE (VP/SP): G(65+/26+), P(65+/35+), R(64/34), O(63/32), A(61/35), E(20+/21+)

BOARD:

AII: BSb; **AIII:** SiK, Yel(c); **AIV:** Dan, Mor, NAp, SAp(c,PM).

EI: Con, Est(2), SAF; **EII:** Dnl, LRh(2), NEP(2); **EIII:** Alb(EM), CMa, Hig, Ire, NGa, WGa.

GI: PPI, PSD; **GII:** Cau; **GIII:** CEu.

OI: CAm(C,f); **OII:** Che, GPC(c,AM), Mon, Wei(RM); **OIV:** Bal(C), Dal, EAn, Pin(GM), Zag.

PI: UN(c,f); **PII:** Mal(2); **PIII:** Cre, Lev, Lib, LT(c,PM), MT(c), Nil(AM), Nub, Pal, Pyr, Sha, Sib, UT; **RI:** App, Dee; **RII:** Mek; **RIII:** GaD(C,RM), GaV, Uln(PM); **RIV:** Cey, EGh, Hin, Lin(GM), Tar(OM), Tur, WDe, WGH, WSt.

Fleets: Bla(O), EMS(P), Nth(A), SCS(A), WMS(P).

Game transcript and map are posted on the website.

Due now are orders for the rest of Epoch IV.



KREMLIN

TCC Wins!
Turn 6.8



CAST:

Paul Bartlett: Bolscheviks Against Russian Treason (BART), 1 card
Mike Scott: The California Connection (TCC), 2 cards, 2 waves
Dave Anderson: Decaying Licentious Antequarians (DLA), 2 cards
Rudy Zodda: Red Zealots (RZ), 3 cards
John Butitta: Proletariat Worker's against Imperialism (PWI), 3 cards
Cary Nichols: Re-Education Development Society (REDS), 0 cards

POLITBURO:

Party Chief:	Boremtodev (K)	75	TCC(6)
KGB Head:	Krakemheds (E)	80?++⊕	RZ(4), PWI(3)
Foreign Minister:	Karrienko (N)	84s	TCC(1)
Defense Minister:	Protsky (U)	57s?++	TCC(4)
Ideology Chief:	Eeatstumuch (M)	64	
Industry Minister:	Satin (O)	78?++	REDS(10), DLA(1)
Economy Minister:	Goferbok (C)	74	
Sport Minister:	Niewitko (D)	73	

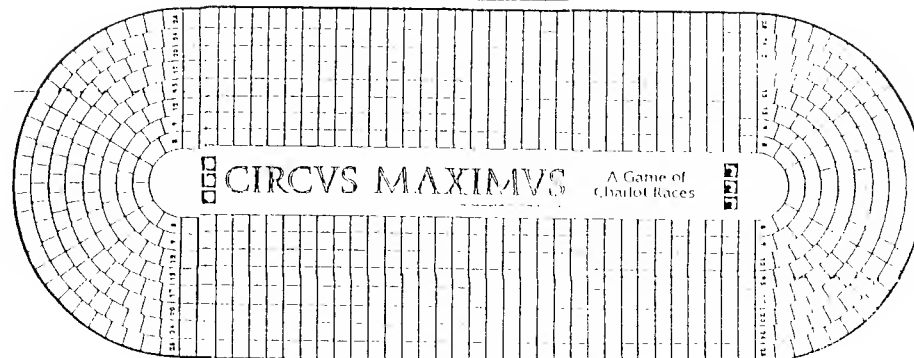
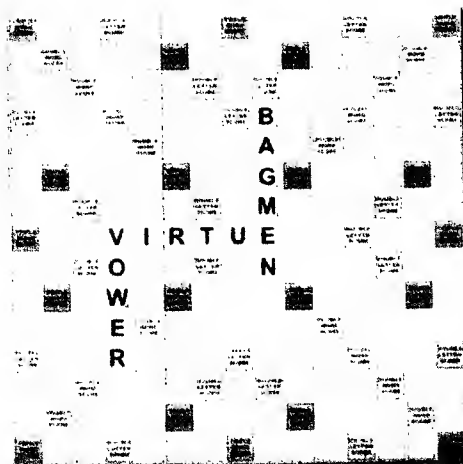
Candidates: F(DLA 2)GRS(62?++ ,REDS(2)), V(55?,REDS(5)) People: WY(REDS 1)Z(DLA 1)
The Wall: ABHJPTX Siberia: I(DLA 2)LQ

TURN 6c

6.8 PARADE PHASE: No card was played, so K waves and TCC wins.

Due next time: End of game statements.

LEGEND: s = strong, w = weak, + = sick, ++ = sick, ⊕ = Cure, ? = under investigation, _ = position is vacant, #xx = card in play



Lane	COLOR	DRIVER	(CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
1	Purple	Luke Outtus (+1/7)		M	Y	0/0	5435	49	18	0/0
2	Blue	Sprinticus Rex (+2/8)		L	Y	0/0	7536	33	23	0/0
3	Red	Fastus Maximus (+2/10)		L	Y	0/0	7536	24	23	0/0
4	Yellow	Josephis (+2/9)		L	Y	0/0	6335	49	19	0/0
5	Green	Benjios (0/6)		H	Y	0/0	6435	52	18	0/0
6	White	Trickster (+2/9)		L	Y	0/0	6335	52	19	0/0
7	Aqua	Mellito Domi Adsum (+2/8)	L	Y	Y	0/0	5435	36	19	0/0
8	Orange	Flippus Maximus (+2/10)		H	Y	0/0	5324	36	16	0/0

We have a perfect field of 8.

Due next time are bets and orders for the first turn. Be sure to specify if you will whip. All bettors have 10,000 s. Racers must bet on themselves but may bet on other chariots as long as they bet more on themselves than other bets combined. Bets are in increments of 100 s. Non racers may also bet. See Rule 26.

Q₁₀

SCRABBLE
Turn 1

A₁

Here's the idea. Standard SCRABBLE rules apply. Everyone plays the same rack of tiles vs three computer opponents. You score what you propose to be played. We take the highest scoring submission (ties broken at random) and play that to the board.

Acceptability of words will be decided by the computer program, my unabridged dictionary, Ms Nar's old SCRABBLE dictionary, and common usage, so yes, we'll allow those much maligned four letter Anglo-Saxon words, but we won't encourage them. We'll need at least six active players to justify the page space. Spouses and children are welcome to participate in their own right.

If I find my old back issues of *Crossing the Rubicon* or *Cogniscenti* or wherever it was I played this 15 years or so ago, I'll scan in their House Rules and post them on the website.

The initial rack is: E,I,L,L,R,S,T

The board is on the facing page.

PLAYER	WORD(S)	SCORE	TOTAL
MacAdam:	VIRTU	24 pts	24 pts
MacBeth:	BAGMEN/virtuE	24 pts	24 pts
MacCormick:	vOWER	22 pts	24 pts
You:			



MAHARAJA

Turns 10-11
Mughals Arrive



THE CAST:

Rudy Zodda: Green
Paul Barrett: Yellow

Dave Anderson: Purple
Wayne Morrison: Blue

Score: Yellow 44, Purple 35, Blue 17, Green 6.

TURN 10

Sinhalese (1): Grow 1.5. 2A Mysore-Karnatak (Pandyas submit. Sinhalese withdraw to Mysore and Kerala). 1A Golconda-Indian O-Kerala.

Rajputs (1.5): Grow 5 pp. Add 1A @ Delhi & 1A @ Bihar. 2A Punjab-Lahore-Ladakh, 2A Punjab-Delhi-Agra, 2A Oudh-Malwa, 1A Delhi-Agra-Nepal, 2A Bihar-Janupar-Oudh, 1A Janupar-Nepal.

Purple to Muslims: I do not flee from you. I'm running away gracefully.

Muslims (1): Grow 5 pp. Add 1A @ Rajputana & Sind. 1st wave. Aybak, 3A Afghanistan-Punjab-Delhi (6+1,3,1:1-1 Rajput), 1A Gandhara-Kashmir-Lahore, 2A Rajputana-Malwa (6,1,6,5-2 Muslims, -1 Rajput), 3A Sind-Rajputana-Agra (6,4,3:6,5-2 Muslims, -1 Rajput, 1 Rajput r-Malwa), 1A Baluchistan-Sind-Rajputana, 1A Afghanistan-Punjab-Sind, 1A Afghanistan-Baluchistan, 2A Afghanistan-Punjab, 1A Afghanistan-Punjab-Lahore. Rajputs score 8 VP. 2nd wave: 3A, L Delhi-Agra-Oudh, 1A Rajputana-Agra-Oudh (4+1,3+1,3:5,2-1 each, Rajput r-Nepal), 1A Agra-Oudh-Jaunpur, 1A Lahore-Delhi-Agra, 1A Punjab-Rajputana, 2A Kashmir-Delhi, 1A Gandhara-Punjab, 1A Gandhara-Lahore. Rajputs score 2 VP. Muslims score 1 Raj VP.

Mughals: 1A C Asia-Gandhara, 3A C Asia-Gandhara-Punjab (6,2,1:2,2-1 Muslim, 1 Muslim r-Delhi).

Turn 10 VP:

Purple: Cholas (4) + Rajputs (2)
Blue: Marathas (9) + Muslims (12)

Yellow: Sinhalese (4)
Green: Pandyas (2) + Mughals (4)

Score: Purple 51, Yellow 48, Blue 39, Green 12.

TURN 11

BOARD:

Pandyas (0.5): 1A @ Karnatak.
Marathas (0): 2A @ Andhra, Maharashtra; 1A @ Bidar, Bundelkhand, Gujarat, Magadha, Orissa.
Cholas (x): 1A @ Lanka; 1A @ Bijapur, Malabar, Sinhala.
Sinhalese (2.5): 2A @ Kerala; 1A @ Mysore.
Rajputs (0.5): 3A @ Nepal, 2A @ Ladakh, Malwa.
Muslims (0): 3A, L @ Oudh; 3A @ Delhi; 2A @ Lahore; 1A @ Agra, Baluchistan, Jaunpur, Rajputana, Sind.
Mughals: 6A, Timur @ C Asia; 3A @ Punjab; 1A Gandhara.
Portuguese: 2A @ Arab Sea

Pandyas (0.5): Grow 1 pp. 1A Karnatak-Golconda.

Marathas (0): Grow 5.5 pp. Add 1A @ Maharashtra. 2A Andhra-Golconda (Pandyas submit; Marathas w 1A-Andhra, 1A-Bijapur), 1A Orissa-Andhra, 2A Maharashtra-Bijapur, 1A Magadha-Gondwana, 1A Bidar-Bijapur (6,5,5:2-1 Chola).

Cholas (x): Hold

Sinhalese (2.5): Grow 1.5 pp. Add 1A @ Add 1 A to Kerala. 1A Kerala-Karnatak

Rajputs (0.5): Grow 2 pp. 2A Malwa-Agra (6,5,5-1 Muslim, 1 Rajput), 2A Nepal-Jaunpur (5,2:2-1 Muslim). Score 2 VP.

Muslims (0): Leader dies. Grow 6 pp. Add 1A @ _____ & _____.

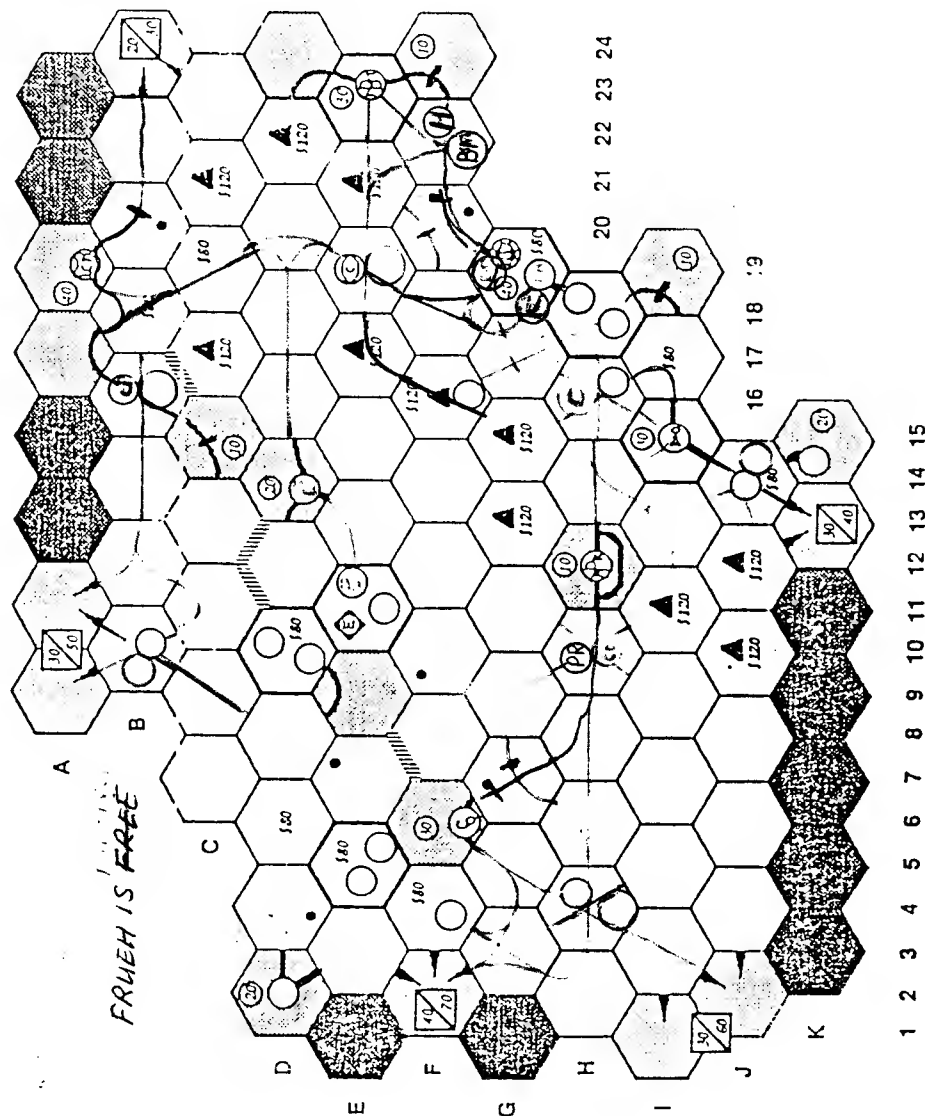
Score: Purple 51, Yellow 48, Blue 39, Green 12.

BOARD:

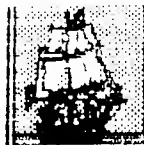
Pandyas (0.5): 1A @ Golconda.
Marathas (0): 4A @ Bijapur; 2A @ Andhra; 1A @ Bundelkhand, Gondwana, Gujarat.
Cholas (x): 1A @ Lanka, Malabar, Sinhala.
Sinhalese (2.5): 2A @ Kerala; 1A @ Karnatak, Mysore.
Rajputs (0.5): 2A @ Jaunpur, Ladakh; 1A @ Agra, Nepal.
Muslims (0): 3A @ Delhi, Oudh; 2A @ Lahore; 1A @ Baluchistan, Rajputana, Sind.
Mughals: 6A, Timur @ C Asia; 3A @ Punjab; 1A Gandhara.
Portuguese: 2A @ Arab Sea

LEGEND: A = Army, F = factory, L = leader, pp = population points, r-??? = retreats to ???, w-??? = withdraws to ???

Game transcript and map are posted on the website.



ON DECK



1830: Frueh, Zodda, Zieske, Copeland
1835: Hanna, Zieske
1856: Hanna, Frueh, Zieske
1870: Zieske, Hanna, Frueh, Martin, Bailey
AGE OF RENAISSANCE: Copeland
BRITANNIA: Zieske, Copeland
GUNSLINGER: Scott, Fowble, R Fisher; need 4 more
HISTORY OF THE WORLD, Pt 1: Zodda.
MACHIAVELLI: Nichols.
MAGIC REALM: Butitta, Deb A
MERCHANT OF VENUS: R Fisher, Deb A, Dowrey
RUSSIAN CIVIL WAR: Scott
SAMURAI (AH): Copeland
SETTLERS OF CATAN: Copeland, Scott
SILVERTON: Zieske, Deb A, Nichols
WIZARD'S QUEST: A Bargender, R Fisher, Deb A

OTHER POSSIBILITIES: 1829 (N OR S), AGE OF RENAISSANCE, AIR BARON, ATTIKA, BALKAN WARS DIP, CIRCUS IMPERIUM, CIRCUS MINIMUS, DOWN WITH THE KING, DUNE, EVO, GODSFIRE, KAMAKURA, KREMLIN, LIFTOFF, MONSTERS RAVAGE AMERICA, PLANET MINERS, SAMURAI, STELLAR CONQUEST, TITAN.

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 DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 4 NOV 05

The Bottom Line

This is **BORIS THE SPIDER**, a 'zine dedicated to the play of multiplayer games. BORIS is usually published following the first Friday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$13.25 in Canada, and \$16 overseas) or a token \$1 by e-mail (waived if overseas). A hardcopy sub will also include an e-mail sub. Make checks payable to "Paul Bolduc". BORIS can be reached at (850) 863-9081, or prbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, hockey, or college football, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage). Visit the BORIS Website at:

<http://hometown.aol.com/prbolduc/boris/borishome.htm>



Source of the Nile

Turn 42



The Cast:

Brad Martin
 Andrew York

Jason Bargender
 Don Chinnery

D&D Anderson

Published: DD12 (lake, +79 acres), DD11 (lake, +75 acres), CC11 (lake, +88 acres), AA13 (veldt, river from 1 and 4 to 2), Z14 (veldt, river from 5 to 4, cataract, waterfall is 350 feet), Z13 (veldt, river from 1 to 2), G3 (jungle, river from 1 to 5), F3 (jungle, river from 1 and 3 to 4), E4 (jungle, river from 3 to 6), D3 (lake +38 acres), G4 (jungle, river starts and runs to 6), G24 (jungle, river from 3 to 6), H24 (swamp), G22 (mountain, river begins and extends to 4), H21 (desert, river from 1 to 3, oasis), I22 (veldt, river from 6 to 3), J19 (swamp), J18 (veldt), K18 (veldt), P2 (swamp), O4 (lake, +21 acres), N4 (lake, +33 acres), FF8 (mountain, river from 6 to 5, cataract), FF7 (jungle/swamp), EE8 (jungle/swamp), EE9 (mountain, river from 3 to 1, 65 foot waterfall), DD8 (jungle/swamp), GG5 (veldt, river to 1), FF5 (veldt, river from 4 to 1), EE6 (desert, river from 4 to 1), DD6 (veldt, river from 4 to 2, 85 ft waterfall), DD7 (jungle/swamp), CC6 (veldt), BB6 (veldt, river to 5), BB5 (mountain, river from 2 to 4 and 5), CC4 (desert, river to 4), DD3 (swamp), CC5 (desert), DD10 (lake, +32 acres), DD9 (lake, +56 acres), CC10 (veldt), CC9 (jungle, river begins and flows to 1), BB10 (jungle, river from 4 to 1), AA11 (jungle, river from 4 to 1), AA12 (veldt), Z12 (veldt, river 4 to 5), CC12 (lake)

Natives: S44 (the Afagbegge) in F3, M1 (the Ankan) in P2, S49 (the Ndukwe) in E4, L11 (the Mphahlele) in Z13, S41 (the Bonsu) in G4, M10 (the Kimbundu) in G22, M37 (the Maleonde) in I22, M24 (the Gadami) in FF7, L15 (the Bagaza) in J19, M36 (the Ruanda) in J18, S2 (the Ngubane) in GG5, M04 (the Maumela) in DD10, S03 (the Mohopi) L5 (the Kgabo) in BB6, M6 (the Dzelwe) in BB5, S07 (the Chiepe) in AA11, S08 (the Otoo) in F4, S9 (the Masai) in U6.

Positions still available for fearless explorers. Contact Alan Bargender if interested.

Press: Englantine exclaims just after breakfast. Gee, I could have had a V8!!! Emelious just holds her hand. This way, dear...

STELLAR CONQUEST

Kurzon Dax: Awaiting orders for Combat and Production 24 and Movement 25-28.